What is claimed is:

1. A wagering game method which comprises the following steps:

(a) defining a game set of $N>1$ information elements by generating a set of N non-repeating information codes in a computer memory;

(b) communicating to a plurality of players via a communication medium one or more communications including information about the information codes;

(c) selection by each of the plurality of players of one or more information codes as a wager;

(d) receiving communications from the plurality of players that include information about the wager or wagers of the plurality of players, and identification data for each of the plurality of players;

(e) registration of the communications from the plurality of players within one or more playing rounds whereby the order of arrival of the communications defines a sequence of wagers, which sequence is kept hidden from the players until the current wager round is completed;

(f) drawing wagers by means of an iterative-analytical process consisting of iterative defining a quantitative wager distribution based on the information codes of the wagers registered in sequence, and comparing the quantitative wager distribution on each iteration to rules predefined for determining a wager round end and the winning wager for the wager round, the iterative-analytical process being hidden from the players until the current playing round is completed; and

(g) implementing the wager drawing end upon observation of the wager round end.

2. The method as claimed in claim 1 whereby in every iteration of the wager drawing process, the information codes are identified in relation to which no signal has been correlated within the current playing round, and the iterative-analytical wager drawing process is completed by processing a signal containing information corresponding to an information code for which no signal has been previously correlated by the iterative-analytical process within the current wager round.

3. The method as claimed in claim 1, whereby in every iteration of the wager drawing process, starting with the N iteration, the information codes are identified with which no signal has been correlated within the current wager round, and the iterative-analytical wager drawing process is completed in the processing of a signal containing information corresponding to an information code for which no signal has been correlated by the iterative-analytical process within the current playing round before the processing of this signal.

4.   The method as claimed in claim 1, whereby in every iteration of the wager drawing process, the information codes are identified with which only one signal has been correlated within the current wager round, and the iterative-analytical wager drawing process is completed in the presence of one said information code and in the absence of information codes with which no signal has been correlated by the iterative-analytical process within the current wager round before the processing of this signal.

5.   The method as claimed in claim 1, whereby in every iteration of the wager drawing process, starting with the (2N-1) iteration, information codes are identified with which only one signal has been correlated within the current wager round, and the iterative-analytical wager drawing process is completed in the presence of one said information code and in the absence of information codes with which no signal has been correlated by the iterative-analytical process within the current wager round before the processing of this signal

6.   The method as claimed in claim 1, whereby the game set is formed by N>2 information elements, and within every iteration of the wager drawing process, information codes are identified with which a minimum and a maximum number of signals have been defined and have been correlated within the current wager round, and the iterative-analytical wager drawing process is completed in the presence of one information code with which the minimum number of signals has been correlated within the current playing round, of one information code with which the maximum number of signals has been correlated within the current playing round, and in the absence of information codes with which no signal has been correlated within the current playing round

7.   The method as claimed in claim 1, whereby the game set is formed by N>2 information elements, and within every iteration of the wager drawing process, starting with the 2N iteration, information codes are identified with which a minimum and a maximum number of signals have been defined and have been correlated within the current wager round, and the iterative-analytical wager drawing process is completed in the presence of one information code with which the minimum number of signals has been correlated within the current wager round, of only one information code with which the maximum number of signals has been correlated within the current wager round, and in the absence of information codes with which no signal has been correlated within the current wager round

8.   A wagering game method which comprises the steps of:

(a)   forming a game set of N>1 non-repeating information elements,

(b)   propagating among one or more players of playing coupons carrying information about the contents of the information elements,

(c)   entering identification data onto the coupons,

(d)   selection of one of the information elements by every player as a wager selected,

(e)   return of the coupons with the wager selection to the game administrator to effect wager drawing,

(f)   registration of the returned coupons with the selected wagers and the results of the wager drawings, such that the coupons are registered as a sequence of coupons in the order of their arrival on return, said sequence being kept hidden from the players until the playing round is completed, and the wager drawing is carried out by means of an iterative-analytical process of forming a quantitative wager distribution among the information elements, said process being kept hidden from the players until the playing round is completed, and within every iteration of the said process a regular coupon of a registered coupon sequence is correlated with the information element selected as a wager by the player, the number of coupons correlated with each information element of the game set within the current playing round is determined, observation of defined conditions of a wager drawing end is checked, and the wager drawing is completed as soon as the said conditions are observed, and in the presence of registered coupons carrying wager marks which are not processed by the iterative-analytical wager drawing process before the completion of the current playing round, these coupons are processed by the iterative-analytical wager drawing process within one of the next rounds

9.   The method as claimed in claim 8, whereby every iteration of the wager drawing process, the game set elements are identified in relation to which no coupon has been correlated within the current playing round, and the wager drawing is completed with an iterative-analytical processing of a coupon containing a wager mark corresponding to the only game set element with which no coupon has been correlated within the current wager round before the processing of this coupon.

10.   The method as claimed in claim 8, whereby every iteration of the wager drawing process, starting with the N iteration, the game set elements are identified in relation to with which no coupon has been correlated within the current wager round, and the wager drawing is completed with an iterative-analytical processing of a coupon containing a wager mark corresponding to the only game set element with which no coupon has been correlated within the current playing round before the processing of this coupon.

11.   The method as claimed in claim 8, whereby every iteration of the wager drawing process, the game set elements are identified in relation to with which only one coupon has been correlated within the current wager round, and the wager drawing is completed in the presence of one such element and in the absence of in the game set of elements with which no coupon has been correlated within the current wager round.

12.   The method as claimed in claim 8, whereby every iteration of the wager drawing process, starting with the (2N-1) iteration, the game set elements are identified in relation to

with which only one coupon has been correlated within the current wager round, and the wager drawing is completed in the presence of only one said element and in the absence in the game set of elements with which no coupon has been correlated within the current wager round.

13. The method as claimed in claim 8, whereby the game set formed by $N>2$ information elements, and within every iteration of a wager drawing process the game set elements are identified in relation to with which a minimum and a maximum number of coupons have been correlated within the current playing round, and the wager drawing process is completed in the presence of one element with which the minimum number of coupons has been correlated within the current playing round, of only one element with which the maximum number of · coupons has been correlated within the current playing round, and in the absence of game set elements with which no coupon has been correlated within the current playing round.

14. The method as claimed in claim 8, whereby a game set formed by $N>2$ information elements, within every iteration of a wager drawing process, starting with the 2N iteration, the game set elements are identified in relation to with which a minimum and a maximum number of coupons have been correlated within the current playing round, and the wager drawing process is completed in the presence of one element with which the minimum number of coupons have been defined and has been correlated within the current wager round, of only one element with which the maximum number of coupons has been correlated within the current wager round, and in the absence in the game set of elements with which no coupon has been correlated within the current wager round.

15. The method as claimed in claims 1 to 14, whereby on request of a player, he or she is provided with accumulated information about current quantitative wager distribution among the information elements relating to an unfinished playing round, and the said information elements are provided to the player in exchange for a wager which is placed without his or her participation and processed by the wager drawing process out of turn.

16. The method as claimed in claims 1 to 14, whereby on request of a player, before the completion of a wager round, signals or coupons containing wager information which was from the player are withdrawn from the wager drawing process in the order opposite to that of their registration.

17. A wagering game apparatus to carry out a method as claimed in claim 1, comprising a game set forming unit (1) connected via data dissemination unit (2) to one of inputs of a processor (3) connected with its information output to a recognition and identification unit (4), a wager payment unit (5), a wager registration unit (6), a controller (7), a playing-logic unit (8), and a recording unit (9) which are connected in series, a playing-round counter (10) connected to the second input of the wager registration unit (6) and to the second output of the controller (7) connected with its second input to the output of the game set forming unit (1), a

long-term memory unit (14) interconnected with the recognition and identification unit (4) and the wager payment unit (5), a timer (17) connected to the controller (7), the recognition and identification unit (4), the wager payment unit (5), and the recording unit (9), characterized in that it further comprises a wager distribution processor (11) interconnected

5 with the controller (7), a wager registration confirmation unit (12) connected to the input of the processor (3) and the second output of the wager registration unit (6), a payment registration unit (15) and an outcome review unit (16) which are interconnected with the long-term memory unit (14) and the processor (3) and also connected to corresponding outputs of the recognition and identification unit (4), the outputs of the recording unit (9) and the wager

10 registration confirmation unit (12) being connected to corresponding inputs of the long-term memory unit (14).

18. An apparatus of claim 17, further comprising a wager generator (13) interconnected with the recognition and identification unit (4) and also connected to the output of the game set forming unit (1).

15 19. An apparatus of claims 17 to 18, further comprising a wager drawing display unit (18) coupled between the controller (7) and the input/output processor (3).

20. An apparatus of claims 17 to 18, further comprising a wager returning unit (19) interconnected with the controller (7) and the long-term memory unit (14) and also connected to an output of the recognition and identification unit (4) and an input of the input/output

20 processor (3).

21. An apparatus of claims 17 to 20, wherein the wager distribution processor (11) includes a decoder (20) connected with its outputs to driving inputs of flip-flops (21) which are connected with their outputs to inputs of a logical AND gate (22) connected with its output to reset inputs of flip-flops (21).

25 22. An apparatus of claims 17 to 20, wherein the wager distribution processor (11) includes a decoder (20) connected with its outputs to the inputs of counters (23) whose outputs are connected, via comparison units (24), to inverse inputs of a further logical AND gate (25) connected with its output to reset the inputs of the counters (23).

23. An apparatus of claims 17 to 20, wherein the wager distribution processor (11)

30 comprises a decoder (20), each of N 1-bit outputs of the said decoder being coupled to a stage of the counter (23) and of a null-comparison unit (24) and a 1-comparison unit (27) which are connected in parallel to the said counter (23), a logical AND gate (25) with N inverse inputs each coupled to the output of the corresponding comparison unit (24), an exclusive OR gate (28) with N inputs each coupled to the output of the corresponding 1-comparison unit (27), a

35 logical AND gate (29) with two inputs connected to outputs of the gates (25) and (28), and an encoder (30) with N inputs each coupled to the output of the corresponding 1-comparison unit

(27), the said gate (29) being connected with its output to reset inputs of the counters (23) and to a control input of the encoder (30).

24.   An apparatus of claims 17 to 20, wherein the wager distribution processor (11) comprises a decoder (20), each of N 1-bit outputs of the said decoder being coupled to a stage of a counter (23) and of a comparison unit (24), a minimum-comparison unit (31), and a maximum-comparison unit (32) which are connected in parallel to the said counter (23), a logical AND gate (25) with N inverse inputs each coupled to the output of the corresponding comparison unit (24), a first exclusive OR gate (28-1) with N inputs each coupled to the output of the corresponding minimum-comparison unit (31), a first logical AND gate (29-1) with two inputs connected to outputs of the gates (25) and (28-1), a second exclusive OR gate (28-2) with N inputs each coupled to the output of the corresponding maximum-comparison unit (32), a second logical AND gate (29-2) with two inputs connected to outputs of the gates (29-1) and (28-2), a first encoder (30-1) with N inputs each coupled to the output of the corresponding minimum-comparison unit (31), a second encoder (30-2) with N inputs each coupled to the output of the corresponding maximum-comparison unit (32), a minimum-counter (33) coupled to the output of the gate (29-1), the said minimum-counter (33) being connected with its output to the input of each of minimum-comparison units (31), and a maximum-counter (34) coupled to the output of the gate (28-2), the said maximum-counter (34) being connected with its output to the input of each of maximum-comparison units (32), the said gate (29-2) being connected with its output to reset inputs of the counters (23), (33), (34), the said gate (29-1) being connected with its output to a control input of the first encoder (30-1), the said gate (28-2) being connected with its output to a control input of the second encoder (30-2).

25.   An apparatus of claims 17 to 24, wherein the input/output processor (3) includes a telephone exchange for at least N telephone numbers with an automatic speaker's telephone number determinant and a controlled voice generator.

26.   An apparatus of claims 17 to 24, wherein the input/output processor (3) includes a computer network server and a unit for contacting clients of the said network.

27.   A method of claims 1 to 14, whereby in every iteration of the wager drawing process the player, for which a signal or coupon with wager information is being processed within this iteration, information is sent through communication lines including a serial number of this iteration in the wager round, in which the wager is being processed, and about a serial number of this wager round.

28.   A gaming method comprising the steps of:

(a)   defining a game set consisting of a plurality of information elements;

(b)   establishing a series of wager selection rules defining the selection of a winning wager based on the plurality of information elements, the wager selection

rules including preconditions for a wager drawing end based on a quantitative wager distribution among the information elements, and rules for defining the winning wager or wagers at the end of each wager round;

(c)   receiving and registering one or more wagers from one or more players, whereby the wagers correspond to the plurality of information elements, and the wagers registered define cumulatively a quantitative wager distribution;

(d)   iteratively processing and analyzing the successive quantitative wager distributions to establish whether the preconditions for the wager drawing end have been achieved; and

(e)   terminating the wager round where wager selection rules indicate a wager drawing end.

29.   The method as claimed in claim 1 comprising the further step of determining the identity of the player associated with the wager and establishing the status of that player's player account to establish if sufficient credits are available to place the wager and simultaneously debiting the player account for the amount wagered.

30.   The method as claimed in claim 1, comprising the further step of carrying wagers not processed by the iterative-analytical wager drawing process before the completion of the current playing round to a subsequent round for processing by the iterative-analytical wager drawing process.